Formula Dé: Season Pass

a game for Formula Dé (or D) components by Mel Nicholson

Copyright(c) 2014, 2015, 2016

Table of Contents

Overview

Formula Dé is a classic auto racing board game played with special dice that represent car gears. *Season Pass* is a set of rules for running a whole racing season using the components from that game. Two to five players each run a team of drivers who compete for individual and team points throughout the season. Drivers gain experience, become injured, suffer the effects of aging, and eventually retire.

Starting a Season

Once you have players ready to start a game of *Season Pass*, all you need to do to prepare is to update the Team Tracking Sheets for returning teams (as described in the *Season End Effects* section), create Team Tracking Sheets for any new teams, then set the schedule.

Creating a Team

Each new player gets a Team Tracking Sheet. Select a team name and names for your two initial drivers. Initial drivers will start with no experience points (XP) and an age of one.

Setting the Schedule

A season consists of nine races. The first, fifth and ninth races are worth extra points, so it is a good idea to put your favorites in these spots, especially the ninth and final race. Here is a sample schedule for three seasons. Adjust for which tracks you own and prefer. Before the fifth and ninth races, injured drivers get an extra week of healing.

Race	Spring	Summer	Fall
1 (2x points)	Imola (6)	Atlanta(29)	Budapest(21)
2	Monza (8)	Watkins Glen(11)	Zeltwig(16)
3	Nürburgring (22)	Lexington(28)	Zhuhai(31)
4	Hockenheim(15)	Detroit(27)	Suzuka(19)
5 (2x points)	Barcelona (18)	Montreal(13)	Sepang(32)
6	Estoril(9)	Ekhart-Lake(25)	Melbourne(20)
7	Silverstone(12)	Portland(24)	Kyalami(5)
8	Spa-Francorchamps(4)	Long Beach (14)	Buenos Aires(17)
9 (3x points)	Monaco(1)	Laguna Seca(23)	Interlagos(10)

Before the Race

Each team gets to field two cars each race. Ideally the cars should be similar enough that the pair can be easily identified as belonging to the same team, such as having the same body color. The cars must also be distinguishable, so that victory and injury points can be assigned to the correct driver as needed. All races are decided by a single lap.

Selecting Drivers

Only drivers with zero injury points are available to race. If a team does not have two uninjured drivers, they may start a new rookie driver (or two if all drivers are injured). Add a new name to the Team Tracking Sheet and start the rookie with zero experience points and age one. Add one experience point to each driver that starts the race, then look up the experience level on the table to the right.

Experience Table

XP	Level	Pole
0-5	Rookie	+1
6-19	Veteran	0
20-35	Champion	-1
36-49	Legend	-2
50+	Icon	-3

Each car starts each race with four tire points, three brake points, and two gas points.

Qualifying

Each driver rolls the black die and adjusts the roll according to the Pole column of the driver experience table above. The driver with the lowest adjusted roll takes the pole position, then the second lowest takes the second position, and so on. In case of a tie, the tied drivers roll the black die unmodified to break the tie. The lower roller(s) take the forward starting position(s).

Weather

At the start of each race, roll the black die against the table printed on the selected map. A sunny result means that the sunny column of the crash table will be used for the entire race. A rainy result means that the rainy column of the crash table will be used for the entire race.

If the variable weather result is rolled, roll the red die to determine the initial weather score. Before the lead driver rolls each turn, roll the black die against the weather table again. Raise the weather score by one for a sunny result. Lower it by one for a rainy result. While the weather score is 6 or below, use the rainy column for the crash table. Use the sunny column of the crash table otherwise. If the score hits zero or 15, discontinue weather rolls.

Driving

Movement Order

Each round, every car must move once, starting with the cars farthest forward and working toward the cars further behind. If two cars are equally far forward, the one in the higher gear moves first. If they are in the same gear, the car that first arrived at this position moves first.

Gear Selection

When a car moves, the controlling player selects a gear and rolls the corresponding die. The player may select the same gear, one gear higher, or one gear lower with no cost. Pay according to the Downshift Table to downshift more.

Downshift Table

Gear Change	Cost
Downshift 2	Gas Point
Downshift 3	Gas Point and Brake Point
Downshift 4	Gas Point, Brake Point, and Tire Point

Important: A player may never upshift more than one gear at a time, nor downshift 5

Braking and movement

After rolling for movement, a driver may lower the number by one per brake point spent. Then the car must move forward by exactly the adjusted number. If a car is directly behind another car and has no brake points remaining, the driver may "air brake" and use tire points as if they were brake points, but only if the driver finishes the move behind that car. If the car runs out of tire and brake points and still cannot stop behind another car, it is considered to have left the track and is out of the race. Further consequences are explained in the **Injury** section below.

Holding the Corners

Each corner has a flag with a difficulty number beside it. Each car must complete that number of moves with the final space of each move within the boundaries of that turn to be safe.

If a car tries to exit a corner with too few completed moves for the corner difficulty number (or zero completed moves for a corner with difficulty one), the car will skid. A driver may not change lanes while skidding. A skidding car loses one tire point per space moved beyond the corner. If the driver needed more than one additional move to safely exit the corner, future moves are considered to take place while skidding at the cost of an additional tire point per space until the correct number of moves have been completed. If the driver skids so far as to enter the next corner in a skid, the skidding move cannot count towards both corners. The full number of completed moves for the following corner must be made *after* the skid is complete.

If the length of the skid exceeds the number of remaining tire points, move the car to the side of the road beside the space where the last tire point was spent. This car is out of the race and will not move again. Further consequences are described in the **Injury** section below.

If the length of the skid exactly uses the remaining tire points, the car will spin out. Restore one tire point to the car. A car that spins out must use first gear the next move.

Important: A driver may not change lanes while skidding.

Changing Lanes

Each move, the player may merge left any number of lanes or merge right any number of lanes, but not both. When the car is on a space with one or more arrows, it must follow one of them.

Exception: A player that reaches another car in a straightaway from behind before changing lanes may slipstream around that car on either side and immediately return to the same lane. A car may slipstream only once per move. It may not change lanes again that turn.

> **Important:** A player who has merged in one direction may not merge in the opposite direction in the same move, even if there is an arrow pointing that way.

Engine Wear

Whenever a 20 or 30 is rolled on a movement die, all cars in the same gear or higher must check their engine for damage immediately after the car moves. This applies even if brakes are used to adjust the distance moved. To check for damage, roll the black die. A roll of four or less results in one point of engine damage to that car and an additional engine check for that car. If a car receives two points of engine damage, the engine is blown and it must downshift every move until it reaches first gear. It may not upshift again this race.

Collisions

Collision Check Table

Whenever a car completes a move adjacent to another car, both cars must make a collision check. If a car completes a move adjacent to multiple cars, it must check for each. Roll dice based on weather and driver level as shown on the Collision Check Table. If *all* dice match the numbers shown, the driver takes one point of collision damage. Every car adjacent to a car that takes collision damage rolls the black die. If the roll is 1-3 (regardless of driver or weather), that car takes a point of collision damage. Cars may be required to roll many times.

	Sun	Rain
Rookie	Black 1-3 Green 7-9	Black 1-9 Red 4-5
Veteran	Black 1 Green Any	Black 1-3 Red 4-6
Champion	Black 1 Green 7-11	Black 1-5 Red 4-5
Legend	Black 1 Green 7-10	Black 1 Red Any
Icon	Black 1 Green 7-9	Black 1 Red 4-7

Any car that receives two points of damage is disabled and will not move again. See the Red Flag rule if this completely blocks forward progress.

Red Flag

If one or more cars are blocked from forward progress due to an accident, they may attempt to continue the race by driving in an "extra" lane to the side of the track. Any driver attempting this at speed will be subject to several collision checks and is at *extreme* risk of injury. Consult the off-road hazard chart to the right for how many collision checks will be required.

Leaving the track is only allowed when one or more disabled cars completely block forward progress for the car leaving the track.

Gear	Rolls
1	1
2	3
3	6
4	10
5	15
6	21

Ending The Race

Normal Finish

The race normally concludes when all cars have passed the finish line or been disabled by collision or overshooting a corner. Cars must slow down after the finish line to avoid injury. Once the car stops, the driver is safe (and removed from the track).

Photo Finish

If two or more cars finish in the same round of movement, record how many spaces it took each car to reach the line as a fraction of the total movement. The lower the fraction finishes ahead.

Example: The Yellow car, the Green car, the Red car, and the Blue car are competing for third place. The Yellow and Green cars are three spaces from the line, the Red car is a half space behind, and the Blue car is five spaces from the finish. The distance to reach the line and final rolls are shown on the table to the right. 100 times the distance divided by the roll gives the percentage of the move until the line was crossed. Lower is better.

Photo Finish Example

	Yellow	Green	Red	Blue
Distance	3	3	3.5	5
Roll	6	8	8	12
Percent	50	37.5	43.75	41.67
Place	6	3	5	4

Another way to think of the photo finish is to consider the moves in a round as simultaneous. The car who went farthest past the line is ahead at the end of turn, but it makes a big difference whether the pass happened before or after the finish line was crossed.

Experience

Each driver who finishes the race without injury gains a second gain an experience point. This is in addition to the point the driver received for starting the race.

Scoring

Each driver is scored according to the order in which they finish. Cars that do not finish the race are ordered based on how far they made it along the track before being disabled. Add the driver scores together to get the score for the team.

Scoring Table

	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
4	100	60	30	5						
6	100	75	55	35	20	5				
8	100	80	60	45	30	20	10	5		
9	100	80	65	50	35	25	15	10	5	
10	100	80	65	50	40	30	20	15	10	5

Injuries

Any car that exits the race due to overshooting a corner, failing to air brake or colliding with another car must check for injury. A driver that overshoots a corner or fails to air brake must subtract the actual movement roll minus the maximum safe roll and look this number up on the Overshoot Table. Roll the black die against the indicated column on the Injury Table. The driver of a car disabled by a collision must roll against the red column, plus an additional roll against the black column for each extra point of damage after the point that disabled the car.

Overshoot Table

Distance	Column
1	Violet
2	Indigo
3	Blue
4	Green
5	Yellow
6+	Orange

Injury Table

Roll	Violet	Indigo	Blue	Green	Yellow	Orange	Red	Black
18-20	Safe!	0	Violet	Indigo	Blue	Green	Yellow	0
15-17	0	Violet	Indigo	Blue	Green	Yellow	Orange	0
12-14	1	1	1	2	2	3	1	1
9-11	1	1	2	2	3	3	3	2
6-8	1	2	2	3	3	4	5	3
4-5	Indigo	Blue	Green	Yellow	Orange	Red	Red + Black	4
2-3	Blue	Green	Yellow	Orange	Red	Red + Black	10	10
1	Green	Yellow	Orange	Red	Red + Black	Red + 2 Black	Dead	Dead

If the result is a color, roll the black die against against the indicated column(s). A number indicates the severity of any injury (for multiple numeric results, add them).

Any driver who rolls on the injury table will lose experience points unless they roll "Safe!" The loss of experience is equal to the severity of the injury plus the driver's age plus the number of

prior injuries. The driver will miss a number of races equal to the severity of the injury.

Example: Alfred Onceler Jr. has two tire points and one break point as he approaches a difficulty level one turn in fifth gear. He rolls a 19, but the corner ends after 13 spaces. He uses the brake point to reduce his roll to 18 and uses the two tire points to extend the corner length to 15, which leaves an overshot of three spaces. His car is placed by the side of the track two spaces beyond the corner (for the two tire points) and he rolls the black die against the blue column. He rolls a 1, which requires him to roll again against the Orange column. He rolls a 2, which requires two more rolls. He rolls a 10 against the red column and a 12 against the black column, for a total severity of 4. Al adds his age (2) and his number of prior injuries (1) for a loss of 7 experience points. He will miss four races before eligible to drive again.

End of the Season

Aging and healing

At the end of the season, subtract eight from the number of remaining races each driver is scheduled to miss. All drivers lose experience according to the following table based on their age in the current season.

Age	Prior injuries			
	0	1	2-3	4+
1	2	2	3	3
2	4	5	6	7
3	7	8	10	11
4	10	11	13	15
5+	12	14	16	18

Example: Mario Unser is 2 seasons old and has had 3 injuries. Jane Doe is age 1 and has never been injured. Mario loses 6 experience; Jane 2. Mario becomes age 3; Jane 2.

Retirement

Any driver with less than zero experience points will retire and may no longer race.

New Drivers

Before any race, a team may hire new driver(s) of age one with zero experience.

Third Car Variant

When playing with two or three players, add a third car to each team. This will keep the corners crowded enough for a tactical challenge.

Etiquette

Season Pass involves at least nine races, which probably means multiple sessions. When you commit to a season, be sure to discuss how often races will be run and make a good effort to be available. Make your own moves in a timely fashion and allow other players to do the same. If you disagree with another player's choice of lane or gear, keep it to yourself. Complaints and gloating can be a big part of the fun, but try not to push anyone past what they can handle.

Questions

Q: Do skill adjustments count when breaking ties for the pole?
A: No.

Q: If a 20 is rolled on a collision check, does that cause an engine check?
A: No.

Q: Does the car that rolls a 20 or 30 for movement have to make an engine check?
A: Yes.

Q: When a car spins out, does it have to pay to downshift to first gear?
A: No.

Q: When a car leaves the track, does the disabled car being moved around also roll collision checks?
A: Yes.

Q: When calculating XP loss for an injury, does the current injury count toward the number of prior injuries?
A: No.

Acknowledgements